COMPUTER
+VIDEO
GAMES

ADVENTURE
SUPPLEMENT

C+VG
ADVENTURE
CONTENTS

THIS ISSUE

● The Ideas Corporation hit squad had been despatched. Soon they returned to throw a screaming Paul Coppins, Simon Marsh and Jim Douglas into the newly acquired Adventure penthouse high atop the Ideas Corp building, where I was already enjoying I.C's hospitality.

A helicopter from Sunderland landed on the roof-garden, and a bedraggled and roughed-up Steve Donoghue, still in his pyjamas, was unceremoniously deposited through the skylight.

"And you're staying there until it's finished!" screamed the fiendish voice of Metcalfa, as the door slammed and a key turned in the lock.

Six weeks of chaos followed, during which cassettes and disks were scattered everywhere, piles of readers' letters covered every available desk, table and shelf. Amidst all this debris, the dream machines — our adventure computers, worked against the clock.

Every 12 hours a jug of flat Perrier water and a plate of Vindaloo sandwiches, processed by X, one of the Bug Hunters, was pushed through a small grill in exchange for completed reviews.

We blinked when we were led out into the blinding daylight, our faces deathly white after days of darkness. We'd finally done it! We were free at last. The Third Book of Adventure was written!

Enjoy it, won't you? We hope we have been able to bring a little more excitement, a little less frustration, a few laughs, and some added interest to your Adventuring over the festive season. Have a Happy Christmas, and see you all in the New Year!

Keith Campbell

Spells Cast By	Cauldrons Stirred By
Keith Campbell	Seamus St John
Jim Douglas	Brian Cookman
Steve Donoghue	Illuminated By
Paul Coppins	Ian Ellery

II

ADVENTURE

MAIL BAG

Hail to the Adventure Lords!
I've managed to burn **Claymorgue Castle**, but what about this towel? It's cracking me up — the damn towel is still a bit too wet! Humph

Any chance copy of **Questprobe 3**? I'm a winner in the competition and at the time of writing IT STILL HASN'T ARRIVED! My computer's getting hungry for more Adventures, and the Dragon (not the computer) threatens to burn me if I throw the Golden Baton at him!

What about these Adventure Helpline T-shirts? What about Chalahgure Caves? How about making the Adventure section larger and cutting down the adverts, eh?

*Mondar the Wizard,
alias Iaman Kennedy,
Kirkby,
Merseyside*

Keith's reply: Bang about, Jason! It's the adverts that keep us in bread and butter! But how about this mouth for a larger adventure section and less adverts! Any copy of Questprobe hasn't arrived because, at the time of writing, Questprobes hasn't been released.Fear not, it will be around anytime now.

Dear Keith,
I recall Mark Hardwidge's comments on **Jewels of Babylon** and fully agree with him. There is another Hall of Fame it could enter as well, one for the most aggressive answers to your inputs.

If you examine an object it replies "I don't see the quest" and if you type HELP "this don't really need it". With replies like these it has really put me off buying any more adventures from Interceptor.

I have now come to a dead stop, so is there any way past all the animals, or do I have to get through the cannibal village? I have tried all I can think of, including trying to set one of the natives! So please help me get through the Adventure before I slag it out of the window!

*Kevin Lee,
Coventry*

Keith's reply: If the cannibals are watching you, you'd better give them one, Mark!

Dear Keith,
I had the Helpline is invaluable as far as helping to solve Adventures is concerned, as the clues usually need some working out below they are able to be applied to the Adventure itself.

I think that the features are very interesting for the most part, but I would like to see more competitions, and better prizes. Another good idea would be to include a software chart with the top ten adventures for all the major micros.

I should also like to see more regular reviews in the magazine for a wider range of micros, although I realise that there are more adventures released for the Commodore and Spectrum each month than for the BBC

Thank you for a great magazine, continue supporting the BBC, and maintain your excellent standard of writing style and humour

*C. O'Toole,
Borehamwood, Herts*

Keith's reply: Thank you! We try to cover as many micros as possible. Of course most adventures are available for more than just the machines on which they are played for the review. We'll continue to tell you the range of machines covered by a particular game who save possible.

Dear Keith,
I recently bought **Mordon's Quest** for the Commodore 64 I completed adventuring in the house and jungle with very new problems. I then found that there was no way to continue the game from the jungle, and the there was no SAVE facility.

I took the game back to my local dealer and he said that it is a fault with all 64 versions, and that they were being withdrawn. Is this so? If so, will there be a re-issue of the game without these two bugs?

From what I saw of the game I thoroughly enjoyed it — it would be a shame for Commodore owners to miss out.

*Steve King,
Poole,
Dorset*

Keith's reply: The fault with the SAVE routine is being rectified. But the fault with the jungle is a problem YOU must solve; it's not a bug. Like the HELP feature says: "Try drawing a map." Then go and have a word with Torson!

Dear Keith,
Sorry to be so familiar, but from the tone of your magazine I presume that it is a very informal set up, and 'Dear Sir' is so stuffy. My son got your magazine from

an exhibition for pc table owners, heaven knows what the point is, but he passed it on to me and I haven't been able to find any more in the shops.

So how do I get the magazine? My daughter would like one also — that is, if it is still in circulation.

I'm a grandmother devoted to Adventure games rather than bingo and have quite a collection, and also a question for you. Is there any way to move forward in Mad Martha without going through the arcade game?

Oh, by the way, is the **Moreby Jewels**, how do we get the thing out of the letter box?

*Beryl Sharp,
Ripon*

Keith's reply: Still in circulation? There's no getting rid of us, Beryl. Why not ask your local newsagent to place a regular order for you? Or you could always call the office and sort out a subscription.
I think you've got to play that arcade sequence.
I have never heard of Moreby jewels.

Dear Keith,
Some time ago I wrote to you about **Pub Quest**. You know, trying to cross the road! But you couldn't help. Well, now I've done it, and I thought I'd pass on the info.

The main thing anyone needs to do is EXAMINE YOU. This will get the key to open the cupboard in the toilet, which holds a glove. Wear the glove, press the button on the pelican crossing and you're away!

It has taken me the best part of a year to do it — I had to tell someone! My wife doesn't seem interested in the breakthrough! But she can't tell Ort from a Troll!

*Ian Hunter,
Walthamstow*

Keith's reply: I know so many people need this very information and would not want to be protected from it! It is certainly an illogical command, unlikely to be discovered by anyone! A t-shirt is on its way! Why not pass it on to your long-suffering wife?

Dear Keith,
I was doing really well in **Starcross** I had three rods, a metal and ceramic card, and a safety line. Then the lights went dim and my computer blew! Was my Dad going to kill me, had I

ruined the wiring? Lucky I wasn't typing in a program — I would have lost it.

I rang the Electricity Board, it was all the NERD's fault, a wire was loose in their transformer I checked the machine for faults. A fuse in the power pack had blown.

It took over a week to find a shop with a 160 MA fuse, and then I discovered the TV set I used was also broken, "Three chips gone," said the repair man, and took it away.

When it returned, the computer still didn't work. So I took it in for a check-up and it has been gone three weeks and will cost £30.

How will I survive? Is this the new disease? Should I require Adventure Game Withdrawal Symptoms with the Health Authorities

*Nicola Taylor,
York*

Keith's reply: If a fault in the electricity supply damages your equipment, you can claim the cost of repair. The Electricity Board will probably be insured against such occurrences, and so will not be able to admit liability formally. But they will process your claim sympathetically.

On the other hand, you could not have claimed if the supply failed and you lost data.

Since you seem to have forked out the money already, if you are successful in claiming it back, it seems there would be enough to buy you another Infocom game.

Dear Keith,
I was wondering if you could do a little detective work on my behalf. It has nothing to do with **Sherlock**, but does have something to do with the **Tir Na Nog** saga.

There are many games on the market with their roots in films, theatre and music. Obvious ones being **Frankie Goes to Hollywood** and **A View to a Kill**

Well, I have just read a story by Gillian FitzGerald, *Pooka's Bridge*, which mentions **Tir Na Nog** and **Chuchulann**, plus a couple more familiar names.

Is **Tir Na Nog** based on Gillian FitzGerald's writings, or not? I am a keenly young daft with curiosity!

*Dave Fenton,
Stoke on Trent*

THE SECRET DIARY OF ADRIAN MOLE

THEY WROTE TO ADRIAN

Back in the July issue, we invited boys whose birthdays fell between 1st October and 31st December 1971 to write to Adrian, as the C+VG offices, listing the adventure games they had played and the humorous books they had read.

What we were looking for, of course, were computer gamers aged thirteen and threequarters, to play the role of Adrian Mole in test of the pre-production version of Mosaic Publishing's latest release **The Secret Diary of Adrian Mole (aged 13¾)**, written by Pete, Mike and Nick — yes, you've got it, those wizards of Adventure at Level 9.

Paul Summerskill of Stourbridge and Stuart Reynolds of Sittingbourne in Kent, were the lucky ones chosen by the C+VG team.

How did we choose them from over a hundred 13 75 year olds who wrote in? A nice letter, the presence of Adrian Mole on the list of books read, and a respectable list of games played were important. From the shortlist of the best letters, we looked at birthdays for those who were nearest to 13¾.

Many had to be disappointed — but thanks for writing to us. Don't be disheartened if you were not amongst the chosen few. Your letters were ALL read with interest.

Obviously many people of other ages would have been more than willing to help Level 9 test a pre-production copy of the game, but the Adventure team thought it was more fitting that someone of Adrian's age should be chosen

Although even Keith Campbell, a man of advanced age, enjoyed becoming Adrian Mole for the day!

THE DIARY

For a secret diary, Adrian Mole's record of his ee a 13¾ year-old received a remarkable amount of public exposure. There can be very few people who by now don't know the most intimate details of Adrian's parents' affairs, the medical history of his acne or the dimensions of his 'thing'. If you haven't read the book, seen the play or watched the telly, Mosaic's latest release will be something of a revelation to you.

"I keep thinking intellectual thoughts like 'Why is there VAT on computerised books but not on printed ones?'" writes Master Mole in his Diary. In so doing, he aptly describes the computerised version of his best

seller and probably echoes the thoughts of Pete Austin, who, with the rest of the Level 9 team, devised the program.

If you are expecting the usual Level 9 Adventure, forget it. **Mole** is something quite different. It is not quite a game and not quite an adventure, but it quite definitely falls into the category "interactive fiction".

It is truly a computerised book, containing a quite amazing amount of text. The diary runs for one complete year, and each day has an individual entry, including the phase of the moon, Bank Holidays and religious festivals.

The game catalogues Adrian's love affair with the adorable Pandora, his parents' not so secret affairs, his desperate

ADVENTURE
REVIEWS

"I tell my father that I have been sent home from school for wearing one red sock. He turns into a raving loony. He phones the school, drags Scruton out of a caretakers' strike meeting, and shouts about victimisation. He says in 1986 the England World Cup team did not wear black socks, nor did Sir Edmund Hillary in 1953."

The choice will also affect Adrian's sting, which is given every now and again as a percentage, with a description such as "Adrian is a middling thicko". The objective is to become either very popular or, if you have a perverse mind, very unpopular.

As the Diary unfolds, there are fifty random sub-plot events which may occur, and that change the course of events

Adrian's diary on a tape comes in four parts, each covering a quarter of the year. The characterisation developed in one part are carried over into the next part. So the game must always be started on January 1st. As you work through the year, you create your own personalised diary. There is a printer option, so you can actually print your own individual book.

The themes throughout the year are based on the events in Sue Townsend's original novel. Some are taken directly from the book — whilst others are new having devised by Pete Austin of Level 9, who wrote all the text

It is to Pete's credit that you would have to be very familiar with the book to distinguish which parts were his and which were Sue Townsend's, although a degree of topicality has been introduced with gems such as "My father opened a bottle of Austrian white wine for dinner. I don't know much about the vintage, but it must have been

Inging to become recognised as an intellectual and truly great poet and his relationship with the cantankerous but lovable Bert.

At irregular intervals, three choices are offered to the player. For example, when Adrian is in trouble for wearing red socks at school instead of the regulation black, the player decides whether Adrian will (1) Continue to wear red socks (2) Compromise and where one red and one black (3) Forget it, and wear black socks

The selection made affects the future narrative to the diary, and may modify Adrian's popularity rating. So that if, for example, options five is chosen, the theme of his problems with life at school will reflect that decision

good because it had a nice smooth flavour."

I was amazed at the amount of text contained in each part of the programme, and suggested to Mike Austin that there was as much as in an Infocom game. "Oh no, more than that!" he exclaimed, and instantly produced a large bundle of A4 sheets, listing all the text in the diary It was indeed as big as a whole book "How do you fit it all in, even in four parts?" Mike proudly told me that they had now got text compression down to 42% of the original size

I couldn't resist digressing here, for a moment, to just eat the passing of Level 9's text-only adventures, on which they had built their excellent reputation. I get so many letters expressing just that view

"Sales of the adventures with graphics are much higher," said Mike. But to anticipate those who complain the memory could be put to better use plot-wise, he went on to point out that Level 9 now pack more text into their graphic adventures than they were able to at the time they wrote their text only adventures

These are graphics is

Adrian Mole, although Paul and Stuart were unable to see them. The program Mike had brought along had not yet had pictures added.

Who, a few days later a combined version came along, it was apparent that they are not pictures as such, more a montage of Mole-like objects. Between fifteen and twenty different graphics accompany each part of the four parties, and they unfold without any interruptions to the scrolling of the text.

Mike Austin reckons there are 100,000 different paths through Mole, and "probably" only one that will get you a score of 100%.

If you buy the Diary, don't expect a problem oriented adventure game in the usual Level 9 tradition. This is a package of a different sort, and is much more like reading a book, except that it is a book which varies every time you read it.

Even though we chose two thirteen-year olds to test it, it's a game that will appeal to every adventurer — regardless of age World Paul and Stuart buy a copy? Both were pretty definite about that "Yes, if it has the graphics in it"

Well, some is they won't have to buy one, Vicky Carne of Mosaic Publishing has promised to send them a copy just as soon as it is ready.

From what I have seen of the game it looks as if the computer version of Sue Townsend's best selling novel will prove as successful for Level 9 Software as her two books have already been

I'm sure you'll agree

V

Map making is an important aid to the completion of nearly all adventure games. Without a map to which to refer, the adventurer may find himself hopelessly lost in a maze, unable to find the quickest route from one place to another or perhaps, worst of all, unable to remember how he found that secret room which held the lost treasure.

So you all make a map? But how good is the end result? Is it easy to read? Can you pick it up six months later and still find your way around it? Here, STEVE DONOHUE shows — by using a few tricks of the trade — how the readability of your maps may be improved so that in the words of Hitch Hiker's Guide, they'll look pretty neat!

To test your map making ability, I'm going to describe, very briefly, a sort of mini-adventure with only four locations, but to add a little authenticity, I'll call it **Spooky Castle.**

What I'd like you to do is draw the map in response to the descriptions as I command the locations to move through the locations. Draw your map in exactly the same way as you would when actually playing an adventure at home. I'll explain why later, but for now let's have a look around

Spooky Castle

I'm standing in an old deserted castle. It sure looks spooky. I appear to be in the banqueting hall. Some exits are south and east.

>GO NORTH

I'm in the castle kitchens, exits go west, north, and east

>GO EAST
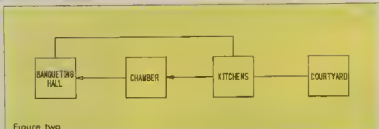
I'm on the courtyard, exits are west

>GO NORTH

I'm in the kitchens, exits go west, north and east

>GO NORTH

I'm in the banqueting hall, an exit is east and east

>GO WEST

I'm in a small deserted chamber, an exit lies west

>GO WEST

I'm in the banqueting hall.

By now you should have drawn a map with the four locations on it and all the lines showing the possible directions around the castle. In see how well you did, have a look at figure 1 and 4. The two diagrams depicted here are variations of the way most people would draw a map from the information I've provided. If your map looks similar to either of these two sketches, then you're not such a good map maker as you thought! Now have a look at figure 2. It's exactly the same as the other map, but much easier to follow. The points to note are that less lines are used to show the directions available, and perhaps more importantly, no direction lines cross over each other. There is no way you can follow one line and end up on another by mistake.

So how do we interpret the actions taken during an adventure and produce a nice, neat map? Before I can answer that, we have to back-track a little and take once more look to figure 2.

Try showing the map to a non adventure playing friend and ask them in which direction they would move in order to go from the Banqueting Hall to the Kitchens. They will probably reply that there are three directions needed.

From the Banqueting Hall a move north is required first, a right turn followed by a move east. Finally, another right turn followed by a move south. As we all know, the answer is just one move — north.

Now if all this sounds a little heavy going, try and picture the map like this: When I draw a map, I think of all the lines that connect the locations together as being tunnels, therefore, from the Banqueting Hall, I enter a tunnel to the north and although it may twist and turn if I were really in a tunnel, I would be oblivious to any changes in direction. By thinking of mapping in this way, we neatly side step the problem of lines changing direction as they link locations.

The second question, 'How can I link locations together neatly on a map when I haven't visited them all?' takes a little more explanation. I have to admit that my little example adventure was constructed in such a way as to trick you. In fact, there is probably no way you could draw

the map on it looks like figure 2 until you've been to all the locations. There is one exception, and this map has been illustrated in the map. If the direction that links two locations together is the same but each one, for example, if moving from the Banqueting Hall to the Kitchens and vice versa is accomplished by moving north we can always place these two locations in correct relationship in each other.

For instance, if the direction that joins the two locations is either north or south, we draw our two locations side by side. If it is east or west, we draw our locations one above the other. Besides that, the only way to produce one wonderful and easy to read map is to constantly revise and re-draw it.

To illustrate my point, whilst I was playing Infocom's **Sorcerer,** the map I constructed underwent a total of 11 revisions and was re-drawn.

Figure two
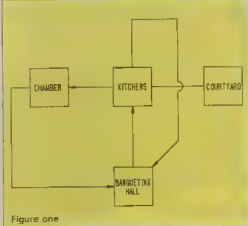

Figure one

six times. By the end of that time, my map of Sorcerer had all the information upon it for me — or anyone else for that matter — to be able to play the game from scratch right through to completion.

Until now we've only dealt with Adventures where all the moves are in four directions: many adventures allow us to move in 10 directions, these being the eight cardinal compass points plus up and down. How on earth do we deal with that?

Actually, the answer is quite simple. The process is just the same, the only difference being that each box that we draw to illustrate a location has more choices in direction lines.

Remember, the person who wrote the adventure in the first place had to construct a map as well. It is highly unlikely that we will encounter a location that, for the sake of argument, has both a 'south' direction and a 'down' direction together.

Without exception, all maps are purely logical things. After all the adventure writer doesn't want to end up with a headache either, although solving the game may give you one. If you are playing a very large adventure with many locations, draw the map a piece at a time.

For instance if you're about to start a new adventure load up the game and then wait as many locations as you can balance
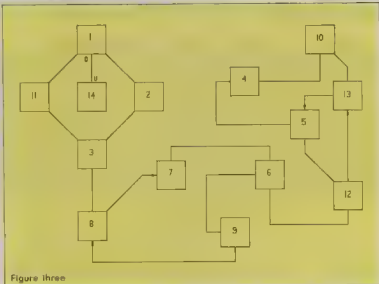

Figure three

Figure four

actually doing anything. Ignore any objects you may find, or problems you may encounter — just visit as many different places as you can. Once you find that you cannot

advance further into the game unless other actions are taken, then is the best time to revise your map.

In this way, the "skeleton" of the Adventure begins to take form. If the map is drawn neatly and clearly with plenty of space between the known locations, it is an easy matter to add new locations, or revise the map as more information is uncovered.

The ultimate advantage of an Adventure is, if you really get yourself in a mess, you can always restore the game from your last saved position or, at the very least, start again from scratch.

That just about wraps up this section on mapping Adventures.

If any of you out there would like to see a more indepth feature on adventure mapping, write to Computer and Video Games magazine and let me know.

For now, I'll leave you with a little puzzle. Above is a map made up from a table summarising a number of locations and which directions are needed to reach other locations. Take a look at the following example box: L1 S12 N6 SW7 D8

There are two groups of numbers and letters in the line, the first group is always the

location number, so in this case, L1 means location one. All the following groups relate to the possible directions you may take from the particular location.

Hence we can move east to location three, north to location six, south-west to location seven or down to location eight. In other words, location six in our example allows us to move to one of four directions.

All 14 locations listed follow the same format: only the number of available directions is different depending upon the box. Easy, isn't it? Have a go at drawing the map below looking at the answer. The only clue I'm giving is that NO lines cross over each other.

L1 T7
L9 N1N S9E
L27 NMS N1E 5E
L17 NEX 3EE
L7 S3OE 4S
L7 6EM6 S6
L7 NE L1 N2N
L4 N9
L9 N1 EM3 S12
L4 N9 S12
L9 EM3 S12
L8 NMS N1E SS
L12 NM EM3
L17 SM1 EE3 D14
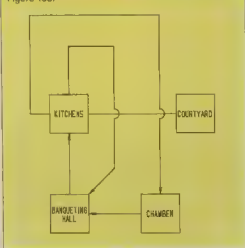
FROM THE PENTHOUSE

I was sitting on my desk in the luxury penthouse suite above the Ideas Corporation building, swinging my leg over the edge, gazing at a large portrait hanging on the wall.

The likeness of Professor Pratt, Chief Thinker (part time) of the Ideas Corp, gazed back, mocking my inability to solve the problem in hand.

Here I was with an exclusive copy of the long awaited Questprobe 3: The Fantastic Four and it was so exclusive that even I couldn't play it!

This was not for want of a few ideas on how to rescue Thing from the tar pit, (see C+VG May 1985) so much as want of a computer on which to play it. My only copy had been rushed to me in IBM PC format, on which the game was developed.

The great EMAP presses in the basement were idle — not for lack of paper, but a severe

shortage of words to print on it!

Metcalfe, the evil editor, was threatening to send in Big Red if I didn't come up with the goods lately soon. If Metcalfe's wrath was frightening enough, the prospect of Big Red charging round my office like a demented Security droid with a blown chip was absolutely terrifying.

I contemplated a spider trying to get into the air conditioning ducts. Could it be...? Ho, I was imagining things!

I had wondered in amazement a few months back, when I packed up my instruments at Adventure in my old mist-shrouded labratory on the south coast and moved into my luxury suite.

"All this for me?" I thought. "What have I done to deserve such grandeur?" Then I discovered that the only way out was via the lift, and it wasn't working! But they hadn't reckoned on my shaft-climbing

experience.

This daydreaming wasn't helping at all. How was I to play on an IBM format Adventure without an IBM machine? You don't imagine for one moment, do you, that the Ideas Corporation finances had run to a PC for the penthouse! "In fact, we're skint, Keith, mate," was how the Marquis de la Riche, high-up I.C. extra-ordinaire, had put it.

It was no more than I had expected. He was always rushing around cutting costs and checking budgets. No one got their fingers in the I.C. purse without his say so.

I gazed again at the

likeness of the Prof. Suddenly, I had the answer! Hand over hand I descended the lift shaft until I reached his austere office. There on the desk, gathering dust, sat an IBM PC. "Your PC, Terry," I stammered. "Can I use it to help poor old Thing?"

"Why of course, Keith, of course," he replied somewhat hesitantly, backing away from me with a worried look in his eyes. He had always thought me slightly mad, even way back in the days when he was a humble Editor.

So that was how I came to play The Fantastic Four. The formula was, of course, partially in the portrait!

QUESTPROBE 3 THE FANTASTIC FOUR! (Chapter 1)

At last it had arrived, and as usual it started with the opening credits. I thought they were horrible, you will see why when you start playing the game! When I first played on Adventure after playing Adventureland back in May 1981, I never imagined that one day I would, enough of that!

But the credits alone do not indicate the quality of the game. This is one humdinger of an Adventure!

I promised in May to tell you if I had managed to get Thing out of the target — the answer is YES, but only to find him imprisoned in a trap just as continuing! And to say reaching thing is only a sole problem to the objective of the game!

I also promised not to tell you how I managed this feat! I will just give you one little hint. After trying out all sorts of complicated manoeuvres and theories, the most obvious, the easy way out, and yet the totally unthinkable, is the answer!

The Fantastic Four features The Human Torch and Thing, and breaks completely new ground in Adventure technique. Here, you have the ability to change at will throughout the game, between the two persons. "Thing, I want you to..." changes to "Human Torch, I want you to..." by the simple command "BECOME TORCH".

Not only can you change between the two, but in fact you HAVE to, because the two must act very much as a team if they are to win through.

So you must not only learn to control the characters and exploit their fantastic powers, but must also learn how to use them to complement each other i.e a combined effort to rescue Thing's girlfriend, Alicia Masters, from the evil clutches of Dr. Doom.

This game has a full-sentence parser, and it will be absolutely necessary to take advantage of it, for if input had been restricted to only two words, it would have made necessary the asking of further questions. This could give too much away, and make life merely extremely hard instead of impossibly difficult!

Right at the start this time, you find yourself face to face with the Chief Examiner. If you do the right thing, at random you find yourself as Torch or Thing. No matter which character you are playing, if you waste precious moves, Thing will get sucked down and drowned in the tar.

Torch, however, is quite comfortable situated on safe ground nearby, and free to investigate the outside world, where he is likely to jump into our old enemy Ringmaster and a host of other baddies.

Dr Doom's castle is just around the corner so Torch can pop to see what's cooking! Or can he? That would be just too easy, wouldn't it?

Fascinating opportunities, but the trouble is Thing is on the way down and once he meets his end, so does the game! What the hell do you do, with now! but a candle and a built-in flame thrower?

OK, solve the problem. New problem — worse! Before long I noticed a Thing-sized deal in the wall — I had been hitting my head against it for hours!

A breakthrough here will give you a bit of breathing space, but how much is not at all clear!

And again, after hours and hours of desperately trying the same things over and over again, knowing they don't work yet there they must, you take action that is once more the most obvious possible move, and then you'll probably need to start the game all over again — IF you can figure out why!

And thus — if you are a reviewer with a tight deadline and if you are lucky enough to have a certain phone number, you reluctantly use it! "It's not that I can't solve it, Scott" you'll start, unconvincingly, "it's just that I have the deadline ..."

"OK, you know what you want to do, so don't forget the game has a full sentence interpreter. Perhaps an adverb ..?"

"Gosh! Got it!"

"And I must tell you, there are some super animated graphics to look out for! But you're not any where near them yet! Have a nice day! (What's this? It's gone midnight over here!) 'By the way, I'll be in again tomorrow evening?"

Well that's one of the advantages of being a reviewer for Computer and Video Games magazine. You can call Scott up for a hint or two from the country's best Adventure Helpline needs the odd piece of advice every now and again

The fully annotated graphics only appear in the SAGAPLUS versions so disk, so don't expect them on tape versions. These have excellent in memory

graphics created by Adventure International UK's artist, and they display instantly. But do not fill the full screen or the same degree of animation that is to be found on the disk SAGAPLUS.

However, I was playing a test only, pre-production version and even that was enough to make me wake up bleary-eyed each morning, shouting "Fame On Now!!"

When I had played well into the game, I spent a while away from this computer and contemplated it thus far How

could I get Thing through a wall of fire without burning him up? How could I get Torch anywhere near the wall of fire, so that hopefully, he could pass through it and switch it off from the other side? Let's see, what objects find we got between us?

It suddenly hit me that, quite incredible in an Adventure game, the problems had been intriguing, capable of solution (so far!) and yet between them, Thing and Torch had come across a mere three "gettable" objects! And these were so sudden, you just wouldn't believe how much they could do with them!

In this **Questrobe**, you don't have to collect Gems! But no **Questprobe** would be complete without the Netter Energy Egg, and "Bio-gem, would it! Once you find them, you'll be relieved — but before long you'll be worrying yourself silly about them!

And while you're worrying, if you're not careful — BOOM — an earthquake to go with a virtual imprisoned that could be the least of your worries.

Will you be able to find and rescue Alicia Masters, and thus collect the next secret password in the series?

I suppose after having read this review you're in doubt as to whether I like it or not — all I will say is that's absolutely brilliant! Miss it if you dare

Finally, some pretty harsh criticism. Why on earth couldn't the Fantastic Four have been held back to appear in **Questprobe Four?** It would have been so much master and far less confusing!

● Vocabulary	9
● Atmosphere	10
● Personal rating	10

BORED of the RINGS

SILVERSOFT

● Map of Bored of the Rings
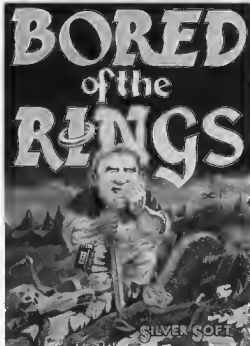
Bored of the Rings? Tired of trekking around *Terrormolins*? Angry with *Adrian Mole*? Then YOU need a special Silversoft prize to put some sparkle back into your adventuring?

Yes, those wonderful people at Silversoft have come up with a neat prize — a genuine Walkman stereo system from the Lands of the Personal Stereo Wearing Goblins

This personal stereo was taken from a particularly nasty Goblin by no less a hero than Spam — one of the characters in **Bored of the Rings**

We've cleaned the goblin stains off it, got a new set of headphones, the old ones are still on the goblin's head, and we're going to give it away to the lucky winner of our *Bored of the Rings* Competition

Interested? Then this is what we want you to do Bored of the Rings features lots of weird and wonderful characters, like Spam, Murky and Pimply — the three mates who go along with Fordo on his quest

Now, these three scallywags disappear halfway through the adventure — and no-one really knows what they got up to But we're sure that the readers of this illustrious adventure supplement will be able to come up with some novel suggestions as to just what Spam, Murky and Pimply got up to while Fordo was attempting to get rid of his ring

All you have to do is tell us — in no more than 100 words — just what Spam, Murky and Pimply did while they were missing

The best entry we receive here at the C+VG offices will win the special Silversoft Walkman The winning entry will be printed in C+VG and the winner will also get a complimentary membership of the C+VG Adventure Club We've also got 25 copies of this classic spoof adventure to give away to the runners up?

Once you've written down your tale, send it, along with the coupon, to Computer and Video Games, Bored With Competitions Competition, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU Closing date is December 16th

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C+VG/SILVERSOFT BORED OF THE RINGS COMPETITION

Please include this coupon with your entry

Name . . . .

Address . . . .

Computer owned BBC☐ Spectrum ☐ Amstrad ☐ (Tick box)

X

ADVENTURE
PUZZLES

There are differing views on problems in Adventure games. Some believe that the author has put them in the game simply to prevent the player from getting to the end too quickly — others feel that they are the whole essence of Adventuring. No matter how you feel about the obstacles, you've still got to overcome them!

JIM DOUGLAS takes a brief excursion into the rather murky area of puzzle solving, and uses as examples some extracts from real Adventure games.

How does a fairly normal person sitting at a computer (almost of that to get a blue rod from a sphere, one must put a laser on the sphere, drop a dart on the floor, slide another dart underneath the sphere and then turn a dial to four?

Some Adventure require the player to be on the same wavelength as the author. If an unfamiliar object cannot be examined, it seems unfair to expect the player to guess that object A must be inserted into object B without giving any hint that they have a similar shape.

In early Adventures, the gamer had to limit his imagination to what was possible in the scenario. For example, it was no good expecting a helpful response when asking a passing traveller where the nearest inn could be found!

Now, with more and more code being squashed into less space, it is not unheard of for a game to understand things like:
PICK UP THE VACUUM CLEANER, REMOVE THE BAG AND MEND IT WITH THE STICKING PLASTER THEN STICK THE BAG TO THE VACUUM AND CLEAN UP THE DUST WITH THE CLEANER

Of course, the same actions may also be carried out one by one, and almost certainly will be the hint tone around. But the full command will be useful on replays.
● **Game 1**

Here is a break down of the lengthy route I used to reach that solution

Input: GET VACUUM CLEANER

You have the vacuum cleaner
Input: EXAMINE CLEANER

The vacuum cleaner has a dust bag but no power cell.

After spending some time searching for a power cell, I typed

Input: ATTACH CELL TO CLEANER

Response: Okay

Input: EXAMINE CLEANER

Response: The cleaner has a power cell and a dust bag

So after some close inspection of the equipment provided, it was possible to put everything together without continually trying to use the cleaner.

In fact, the isn't the complete solution to the problem — the final stages can be worked out in the same manner. Try it for yourself!

It may be timely to explain a system which many hardened adventurers employ to make their lives a little easier! It all relies on the detail which has been put into the responses for the objects! If you find yourself with an object screwed to a wall and wish to know if it is possible to remove the said item, this routine may prove useful.

● **Game 1**

Input: GET <object name>

Response: You can't do that yet (Or something similar).

The "yet" implies that it will be possible to get the object at some time. A reply saying "You can't" will stop the system in its tracks!

OK, so we can't get the object at present, the screws are the problem, so:

Input: UNSCREW <object name>?

Response: You can't do that yet.

So we can probably unscrew the mirror at some time. With just:

Input: GET SCREWDRIVER

Response: You can't find the probable method of unscrewing the object, all we have to do now is to find the screwdriver!

Unfortunately, over-dependence seems to be falling away, and YOU CAN'T is becoming a very common response. Make a point of noting these responses defaults when you first start in on a new game, they become vital!

I suppose some well with the cheating, but I don't think of it as such. It is merely asking the computer what is possible later

on!

Let's take this idea slightly further, with a less on objects. If your game is not too willing to give up its secrets, the following commands may be useful. Here we are carrying a lamp and looking for an axe

Input: GET AXE

Response: I can't see an Axe

Input: XXX AXE

Response: I don't understand

Input: XXX LAMP

Response: I don't understand.

Note that the program checks the first input word in its lookup table and doesn't bother with the rest of the command if the verb isn't found.

Input: GET LAMP

Response: You've already got it!

Input: GET XXX

Response: You can't.

This is a very thorough method, and illustrates how to check the way the program responds to combinations of known and unknown verbs and objects. As can probably be determined once and for all with:

Input: EXAMINE AXE

Response: I don't see it

Progress in more advanced games can only be made if a string of actions are performed in the correct order. For instance, the player finds himself in a maze of passating tubes with only a set of glass disks as company ● **Game 2**
Despite only two words of

input being allowed, and the maze having only six rooms, this problem is probably the one in the game on which most people become stuck!

After traversing the rooms using LEFT, RIGHT, FORWARD, and BACK (a brilliantly implemented method of disorientation) and collecting various disks, our hero comes to a computer. He must feed the disks to the machine in the correct order, or it will spit them out.

It is at this point where I think the problem is spoiled. If a disk is fed in correctly, the machine burps and waits for another. If a disk is loaded out of sequence, it is rejected. All sounds quite fair, doesn't it? And so it is. IF the player realises that once a disk has been rejected he MUST go back to the position before feeding started

The first time through, one was thrown out at sea — I was dreadfully worried when no more were accepted

The methods I recommend may seem to rely heavily on the thoroughness of the programmer True, but then it is quite reasonable to expect some form of logical explanation for the game not being able to carry out your request. It's just a question of give and take

Key to featured Adventures
● **Game 1: Enthar Seven by Robico.**
● **Game 2: Countdown to Doom by Acornsoft.**

TROUBLE IN THE JUNGLE

THE TRIO COME IN FROM THE JUNGLE

'It is rarely want of a map that halts an Adventurer's progress," I wrote a couple of months back about the HELP reply in **Mordon's Quest** Although the statement holds good, Mordon's Quest is a rare game! If you've played it and are wondering how I managed to proceed beyond the nipple without answering Tarzan's question — I'm not going to tell you!

I DID tell John Jones-Steele and his partners in crime, Peter Moreland and Peter Donne, who between them, are the brains behind the game. Mordon, Donne and John Jones-Steele wrote the program code. "You can't do that!" they exclaimed "I did," I said, and all they want to check

"You're perfectly right!" they told me on their return. "You can do it — we'll have to put a stop to that!"

John is a programmer at University College, Wales in Aberystwyth He first wrote **Aberzoll Adventure** (reviewed C+VG May 1982) for the ZX81, a **Colossal Caves** lookalike, under his own

Aberzoll label His Spectrum version of the game was Melbourne House's **Classic Adventure**

Peter Moreland came up with the idea of **Mordon's Quest** together with Peter Donne, an old friend who works in a record shop. Both live in London They spent lots of time and money phoning and swapping tapes with John during the development of the game.

"Peter Donne has a really wicked sense of humour!" said John "You should have seen the Tarzan sequence before we toned it down!" boasted Peter Moreland

"He was going to be really camp,"grinned Peter D. "But Melbourne House weren't too pleased, so there were one or two things we had to change"

A sharp sense of humour is something possessed by the whole trio Pete M was dressed in a mock tartan suit, whose main theme colours were heliotrope and orange. It went well with the C+VG Champ t-shirt he reported underneath "He got married to that!", quipped John

"That disappears in Mordon," I

asked, "why didn't it lead anywhere?"

"The chances are you'll visit everywhere in the house first, including the ixxerstingly decorated bathroom," explained John, "So when you enter the drainpipe and lock in, you think 'AARGH not that bathroom again!', and fall on at a state of shock!"

I was glad to hear that **Mordon** was doing well in the marketplace, for it is rare these days to see a big text only adventure form one of the big software houses

"W H Smith has refused to sell Mordon because there are no graphics," said John, "but Boots are well pleased with the sales they are getting And so are we!"

Bostaler's Revenge, a sequel to **Mordon**, in their next project, and the trio already have some ideas worked out It looks to me that we may be witnessing the start of a classic series — I certainly hope so.

When we parted, it felt like I was racing goodbye to some old friends But they had to get back to Bostafer, and me — I had to get back to mapping! Ribbit ribbit.

"It WILL be out before Christmas!" promised Mike Woodroffe, subsequently my opening line as he saw me approaching.

He was talking, of course, of the much awaited **Questprobe 3** featuring the Fantastic Four It would have been so much neater to have kept the Fantastic Four back for **Questprobe 4**, wouldn't it?

"We had a problem with the graphics, but they have since been arrived in IBM format from the States, complete with the database. All we have to do now is to get our act together with the conversions"

Conversions and other programming work are the current tasks of Brian Howarth, now working for Adventure International UK He's had little time to complete the development of the projected **Mysterious Adventure** titles **Midwinter** and **After the Fire** Brian's series, starting with **Golden Baton, Time Machine, Circusand Wizard of Akyrz**, rank among the classics, even popular among C+VG readers It seemed a shame not to produce a new title for so long.

"To be quite honest, there is so much work outstanding with the new licensed titles, plus the continuing conversion of Scott's adventures, that I just haven't had the time to finish them all yet," he confessed But he assured me that they were still there in the background, waiting to surface.

During the year Mike and Brian have been busy with **Gremlins**, whose sales outstripped even the incredibly popular **Incredible Hulk** "Unfortunately it could not be published in the US," explained Brian. Apparently Atari have the right to computer **Gremlins** over there, but as yet, have not come up with any game using the title

Next came **Super Gran**, based on the TV series, and published under the Tynesoft label "I didn't enjoy doing that one much, it was a difficult theme to pack up," admitted Brian, "But I suppose it worked

out all right to the end"

Mike went on to devise the plot of **Robin of Sherwood**, another TV based adventure, and Brian did the programming work on this one, too. "What we desperately need is more programmers," complained Mike. "But where do you go to find a good Z80 programmer?" he asked.

Their next project is the **Fighting Fantasy** series based on the famous Puffin books. It seems that these will supersede the projected **Swordmaster** series, which look doomed to oblivion.

There are plenty of ideas and titles buzzing around in Brian's and Mike's heads — let's hope we get to see them come to fruition soon.

Meanwhile, I didn't come away empty handed! "Try this — look after it, it's the only copy in the UK bar our own master," said Brian. I looked at the unfamiliar title as the familiar AI box **Buckaroo Banzai** it read, a Sapapko, Commodore version. Read all about it in my sneak preview on page 8!

Above: Mike Woodroffe and Keith Campbell. Left: Brian Howarth.

ANYONE SEEN TEBBIT?
There's one well known game that I never seemed able to get my hands on. I asked the author Roger Taylor why? Roger, together will James Byrne, was responsible for the programming of **Terrormolinos**, but Roger had previously perpetrated **Denis Through The Drinking Glass** and **The Hobbit** on an unsuspecting Adventure playing public.

"Can you let me have a copy of **Tebbit**?" I pleaded. "I never managed to lay my hands on that!"

"Not many people did," replied Roger The game was just about to be released before the Brighton bombing, and in the interests of good taste, Roger had to withdraw it.

"I can't send you a copy When I ditched them all, I seem to have ditched my master copies as well. I would like one myself!" he exclaimed.

Is there any reader who managed to get hold of **The Tebbit**, and could let Roger have a copy of his own game?

Meanwhile, Roger, well qualified to write political satires — he is a councillor in Peterborough — has a few sneaky ideas for the next in the Denis series

Called **Kinnochio** it will be about a little wooden puppet who tries to become a little wooden politician and, who knows, one day, a Prime Minister

But perhaps that project will have to wait a while, for I last saw Roger and James deep in

conversation with Mike Woodroffe Seems Brian Howarth's borders could be tightened anytime now

TONY THROWS A WOBBLY
When I met Tony Crowther recently he was clutching a smart new video style cassette case with a colourful inlay. It bore the title **William Wobbler** — it was the game They had told me he was planning when we first met in Aberdeen at the Grampian TV studios in April

"Tell me about **William**," I asked, feeling a little like Sherlock

"It's an Adventure — you'll like it!" he beamed, and you could tell from the way he fondled the package that he was very proud of it, the first product of his own Wizard Developments company

From what I had seen on display, it looked very 'arcady' to me, but a short while talking to Tony about it, and I was

convinced that it was far closer to a real adventure than other arcade adventures. "Make sure you read the rhyme on the cover he said, "It contains an important clue"

Tony talked about the game and how he wrote it with an infectious enthusiasm, and soon had me lost in the intricacies of creating raster lines and multiple sprites.

Then came a surprise. Tony had also written one of the two **Aztec Tomb** Adventures for Alligator. But which one, I wondered nervously, having given just one a good review, and part two a dreadful one! Relief, I had got it right!

The revelation that Tony had produced a good conventional text and graphics adventure gave me an increased faith in the adventure component of **Wobbler**

"Funny name **William Wobbler**" I mused Tony grinned broadly. "That's not its real name," he winked, "That's just what we had to call it!"

Roger Taylor and James Byrne.

REVIEWS/1

CHEOPS

- **Supplier:** No Man's Land
- **Machine:** Amstrad 464
- **Price:** £7.95

The description "animated graphic adventure" might lead you to think that **Cheops** is a game in a format similar to **Gremlins**. Don't make any such mistake!

In Cheops, a French game written by Andre Gandon, you take on the role of an Egyptian brigand in the year 2300BC. You are trying to break into the Pharaoh's tomb.

There are said to be over 300 chambers in two pyramids which you explore graphically, using text input.

The game is basically an arcade adventure, the graphics window occupies most of the screen.

Below this is a small text window, offering about three rows of text, into which the player types commands. The graphics are extremely detailed, with excellent use of colour, and the sound provided is quite good.

Before you load the main game — if you opt for the instructions — a demo program takes you, with example screens, through what to do when various objects or creatures appear.

If you see gold, the command "Kz" will allow you to take it. As the game takes place in real time, you will need loud to sustain you, and "TV" will "take victuals" if there have any around.

Movement is through a perspective view along the walls, with hieroglyphics adorning the walls

To move your animated character you type commands such as "ZL" or "3R" to move two paces left, or three paces right, and so on. Some walls can be passed through — although I never did work out how you could tell which — and the command "FT2R" is used if, say, you wish to pass through the second wall. When confronted with the one, use the CTRL-SHIFT if the Tarantula threatens.

These instructions are demonstrated in graphics and text, but once out of the demo mode, they are lost forever. There is no hardcopy on the cassette inlay.

It is little wonder that of all the countries in Europe, France is only one from which I cannot recollect having received a single helpline letter. If this is the French idea of an Adventure game, then it's little wonder this is enough to deter even the

most enthusiastic from playing an arcade adventure, never mind a real one!

In summary, an absolutely diabolical user-unfriendly game. How do they expect people to progress through the game without any reference material? Especially as the vocabulary used is so weird and wonderful.

There are many more better

adventures around for the Amstrad — this one wouldn't even make it into the top ten at a budget price let alone at nearly £8! Steer clear at all costs.

Keith Campbell

- **Vocabulary**   0
- **Atmosphere**   1
- **Personal rating**   0

RATINGS

OUR NEW RATINGS SYSTEM

Starting this month we are introducing our new ratings for each adventure review.

In the belief that solving the right scrolls to solve adventure problems should aid itself be the main difficulty in a game, VOCABULARY, as are all the ratings is marked on a scale of 0 to 10. A rating of 10 does not mean that every word in the English language is recognised by the program, it means that most words that you are likely to use are recognised. In other words, it is a measure of the author's anticipation of your input commands within the context of the game, whether leading to the correct solution or not.

ATMOSPHERE, indicates the degree of realism, the credibility of the plot. If it's a humorous game is the style right, do the jokes really make you laugh? If it's a thriller, are you kept on the edge of your seat? And if it's a horror-mystery, does it send a strange running down your spine when one stumbles across something unexpected?

Our old friend the PERSONAL RATING remains unchanged. It is the reviewer's own subjective feeling towards the game, not an overall aware of the other two ratings. If you need the Adventure reviews regularly, you will become familiar with the ideas of each of us — for all our reviews are named.

We could, of course, have extended these ratings to cover other categories such as graphics, sound, difficulty level, and so on, to the extent that a review could be reduced to a set of figures!

To keep ourselves in work, we decided to stick to words — those things, we think, are best left to be discussed in the review itself.

ADVENTURE

REVIEWS 2

BEAR   WIZARD OF OZ...

Two differing views on classical stories brought to life! KEITH CAMPBELL after deciding that an Adventure isn't up to much without puzzles finds it is sheer entertainment reliving Wizard Of Oz computer style, while PAUL COPPINS gets bored with problems on Treasure Island...

● Supplier: Kuma Computers
● Machine: Amstrad
● Price: £9.95

As the pilot of a spy plane that crashes in Sthane, you must avoid capture to escape to Chase It is very cold. The game involves you avoiding death by freezing whilst wending other fatsards. But I'd advise you not to turn and bear it. The 'adventure' has nothing to recommend it — not even the low price. I'd of thought there are enough good adventures around for programmers to look at and get an idea of what makes a good adventure.

Seems D&D Amuse have a nasty motion for dealing with low temperatures, as the same sort of thing features in their **North Sea Bullion Adventure**.

In fact, there is a lot that is the same in both games, notably the same unfriendly forest, the same incredible dirge, the same time- loop for the instructions, and the same price. I've therefore given it the same rating. It's abysmal.
Keith Campbell

● Vocabulary   2
● Atmosphere   1
● Personal rating   1

Mention **The Wizard of Oz** to most people and they will immediately recall the film and its music. The title is based on the book of the same name, written as a modern fairy story in 1900, by L. Frank Baum.

Spinnaker Software have transformed **The Wizard of Oz** into an adventure game in the Windham Classic series. It's not a difficult game as far as adventures go, and might move prompt its classed interactive fiction. It's a delightful way to relive the story and should excite children of all ages who can't read watching the film when it's shown for the 996th time at Christmas!

The puzzles may be almost non existent if you know the story, but as entertainment, it works!

After a short narrative, the game proper starts off in Dorothy's house after the cyclone has struck. As Dorothy, goes outside with Toto the dog, you see a pair of silver shoes sticking out from under the house Doing all the obvious things, with a little guesswork thrown in, you should be able to follow the narrative of the story right down to the end of the yellow brick road — and back!

The object is to get back home, but as Glinda the good witch advises, you must first visit the Emerald City and seek the help of the Wizard.

Most locations in the game are beautifully illustrated with detailed graphics. But so do all the characters as they appear. The soundtrack is the best I have yet

come across, with a musical score that includes both original pieces and some odd classical and traditional music.

Don't expect to hear the music from the film or you will be disappointed. A pity, but that is probably still an copyright — an expensive luxury for a piece of software!

The music is interspersed throughout the story, rather as a musical play or film. Once started, it continues as you play on. I was sold on the music after befriending the Scarecrow, which triggered a lively rendition of Pineapple Rag by one of my favourite composers, Scott Joplin.

The narrative is designed in such a way that if you have a problem, one of your companions will suggest a way out, and might even take a trip his head to help.

This it is very important to talk to all the characters in the story frequently

If, for example you had yourself stuck at the edge of a cliff, "TINMAN, TALK ABOUT CLIFFS" will get Tinman to help you further along the yellow brick road, by hinting that he would jump if there was something sober down below the cliff for him to land on. Talk in similar terms to Scarecrow and he will leave a great idea.

There are a couple of special commands on this game that are very useful PARTY will tell you who is currently travelling with you, WORDS will list all the words currently valid, although not necessarily immediately useful

The only thing that spoils the game is the Commodore 1541 drive! There's nothing more daunting than having to wait an eternity for the disc to load in a message to the effect that it does not understand the words that have been typed

Nevertheless, I became thoroughly absorbed in the story, the music and the pictures I could hardly wait to see what the Wizard himself looked like When I eventually caught up with him, he looked very similar to his original illustration in the book

I found **Wizard of Oz** quite entrancing — a delight to play! If you get the chance this Christmas, watch the film, then play the adventure!
Keith Campbell

● Vocabulary   7
● Atmosphere   9
● Personal rating   7

TREASURE ISLAND

● Supplier: Windham Spinnaker
● Machine: Commodore 64
● Price: £9.95

Treasure Island is based on the classic book by Robert Louis Stevenson. There, in my opinion, lies the major problem

that spoils all Adventures of this type. If you can remember the story and the plot, the game is a pushover.

Well, almost!

You find yourself in the shoes of Jim Hawkins, inside the Admiral Benbow Inn, having a quick word with Billy Bones over a tankard of navy rum. Then, on the arrival of the Blind Pew, the Adventure starts.

To foad Captain Flint's treasure, a quick dash across country to Squire Trelawny's home, from there to Bristol the Hispaniola, and to the Treasure Island is necessary.

The vocabulary just seems to contain all the words I wished to use — apart from the ones which me-la hung myself in the mast to save getting washed overboard at sixty task! I tried THE SELF TO MAST, and was told "The word SELF is not in the vocabulary list". The problem was solved fairly quickly by simply tying the rope, when, as if by magic, I found myself had to the mast. Not a very logical outcome for the command!

The graphics are of a very high standard, but just like other disk graphics for the Commodore, they do take some time to load.

Another feature of the game is the music, which plays as you make your way into the game and has a seafaring sound about it.

Packaged with the disks is a map of the Treasure Island showing places such as Spy Glass Hill, the stockade, and where the treasure is located — or at least, where it was when Captain Flint buried it. Around the border of the map are small drawings and write-ups on all the characters that appear in the game.

The big let-down for me is that the plot follows so closely that of the book. It's not so much a question of solving puzzles as remembering the role young Jim Hawkins played, and then acting out that part with other characters.

In fact, you could say that the game is the book brought to life, with a few extra twists added just to keep you on your toes. However, if you are not familiar with the book, then playing **Treasure Island** could be a different story.
Paul Coppins

- Vocabulary 7
- Atmosphere 8
- Personal rating 5

WIZARD AND PRINCESS

- Supplier: US Gold
- Machine: Commodore 64
- Price: £9.95, Disk £14.95

The Wizard and Princess is not by any means a new game. It was originally available for the Atari and Apple, some few years ago.

I have had Helpline letters about it on and off for years, but have not played it before. Its release for the Commodore 64 gave me the chance at last.

I played the dark version. Although there are but screen colour graphics — with a live

line text window below — for every location, the text and the problems are not very improved, and the pace of the game is rather laborious.

It isn't just the tedious eight second response time — a lot of disk games on the CBM suffer from that — it's the roaming around to find the necessary objects that are scattered (or no apparent reason right across the desert, that tends to get a little boring.

The graphics are very simple, too plain for the capability of the 64, and tend to indicate a lack of effort in their design and programming.

They do interact, however, and anything going a round will be shown. The trouble is the objects shown are not always named as the text and recognising them for what they are requires a bit of guessing.

Apart from that, the superimposition of objects on the

picture tends to look incongruous, since they scale and position do not often suit the background.

The test is abrupt, lacking in much descriptive content and the word COMMAND rather coolly invites the player to input something HELP gives 'NO WAY', and INVENTORY must be typed in full. All this I could add, is displayed in upper case only.

To be true the game does improve as you progress over a chasm, and your object is to rescue the Princess from the Wizard — what else with a title like that? First you must find the Wizard, though — and then you must outwit him.

I didn't get in by the cassette version, but if obviously differs a great deal from the disk since the graphics are read in location by location from the disk.

I'm not against the conversion

of old games to new machines, but they have to be worth the trouble.

Wizard and Princess is a borderline case.
Keith Campbell

- Vocabulary 5
- Atmosphere 5
- Personal rating 6

ASYLUM

- Supplier: Screenplay
- Machines: Atari, C64
- Price: £9.95

Back in the midst of time, before the Idream Corp (we thought of, when C+VG was called C&VG and the Adventure column was but a single page, there appeared a review headed "Help — Get me out of here."

The review was written by Keith, about a game called **Asylum**, written by Frank Corr for the TRS 80 and Apple computers. The review told of endless mazes and mind blowing puzzles, and at the end came a desperate plea for help which, in this day, remains unanswered.

Asylum has returned, this time from the keyboard of William F Denman

As this split journo graphics and text adventure opens you find yourself in a small cell with nothing but a bed on which sits a credit card — no hint of a hard opener anywhere!

Fortunately, escape is not difficult, thereby due to the fact the somebody has left the cell door wide open! So with a push of the cursor keys, which control movement, you're on your way straight into the biggest problem that any would-be escapee will have to conquer — an **Asylum** maze!

There are three vast mazes composed of twisting corridors and tricky turns, which in some places weep you from one side of the maze to the other!
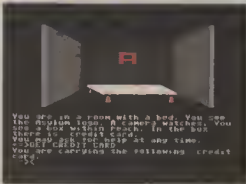
Each maze is full of hundreds of locked doors, behind which may lurk hidden traps and deadly terrorists

Some of these come in the form of your fellow inmates, such as the fastest plastic surgeon in the known galaxy, the wacky entymologist with a love of crawly things, and the beautiful but deadly terrorist

They may either help or hinder you on your way

Well to be honest, and if you promise not to tell the asylum guards (nasty lot they are!) all the inmates are nutters who should be under lock and key! So what am I doing here?

An unusual feature of **Asylum** is that both the Commodore and Atari versions come in the same box, on both tape and disk

When playing the Atari disk

You are in a room with a bed. You see the Asylum logo. A camera watches you here a bow within reach. The box there is credit card
You see Ask for help at any time.
You've unlocked "U U W CARD" INRD
You are carrying the following: credit card

version, if you meet your fellow inmates or some one of the many cells, the graphic display shows all that can be seen around you The pictures have a cartoon look about them, with sharp clear images and bright colours

On the Commodore disk, the graphics have a more natural look, with more detail in the background. There is slightly more text here, than on the Atari

However, the Commodore does not get those all on own way, as the keyboard seems to have become super-sensitive. Just typing in one letter of text can prove a little difficult until you get the hang of it. Also, there is a very irritating flashing line between the text and graphics.

There are several features of the game which make it very easy to get along with. There is the ability to understand "U U W CARD" which is short for "unlock door with card" This is something of a godsend when you consider the number of doors in the game. There is also a VOCAB command, which lists out all the verbs and nouns in **Asylum**. That's just a n/a rating n/a is difficult to use the range of words available when you know you've no good to try the ones that seem to be missing!

There is also a SLIDE SHOW command which lets you view the graphic screens still to come without giving anything away But be warned! Do not always believe your eyes!

So if you, brave adventurer

dare to enter THIS asylum, will you struggle against the odds and win through, or will you join Keith and countless others, condemned forever to be a nuisance in a very similar institution screaming to infinity, and perhaps writing strange scribblings in C+VG ...??? Heee! Heee! Heee!
Paul Coppins

- Vocabulary 8/9
- Atmosphere 7
- Personal rating 9

SHADOW

- Supplier: Beyond
- Hardware: Spectrum 48K
- Price: £9.95

Beyond produce games that are expertly programmed but tend to be complex to play This makes them just the bit cleverer than those of their competitors.

They also go in for trendy medieval type scenes for characters and objects. In **Sorderon's Shadow**, in addition to learning the controls, you have such forgettable names as Auroran, Borak, Hydral Kerral, Morkoth Plavor and Xirith to bone up on Each has his own characteristics and uses

For example, Morkoth has something which will help you speak to Kerral Why should you want to speak to Kerral? Because he will carry you across the lakes by Plavor's Castle, if you did but know it!

There is also a list of objects to learn all about

Play involves killing Sorderon, but you must also complete nine sub tasks on the way To begin to get anywhere at all, you must first master the screen layout and game controls.

In play you will require food, weapons for fighting, gold and other objects, and will come across friends and enemies To help you on your way, a 'Midnight/Doomdark' type map is provided, showing features of the land of Elmdor, which consists of mountains, impassable mountains, lakes, igloos, towers, pits, churches, castles, windmills

There is no doubt that this is an extremely clever and sophisticated piece of programming, but to operate the game effectively you need an in-depth study at the instruction book, plus plenty of practice

The time I think Beyond has overdone it. My own opinion is that it is pretentious rubbish, one long yawn from beginning to...

Keith Campbell

- Vocabulary 7
- Atmosphere 6
- Personal 3

NORTH SEA BULLION

- Supplier: Kuma Computers
- Machine: Amstrad 464
- Price: £3.95

You are the captain of a salvage tug in search of a Second World War wreck that went down in arctic waters. You must find the wreck and raise the cargo of gold during the short arctic summer. The instructions tell you that the exact location of the gold is written in the captain's log, which is in his wall safe.

These instructions are given on-screen, and amplify the written instructions provided, which list the command verbs and the items you will need to succeed, such as oxygen, steel plate, heat nil, diving lamp and so on.

You are told you must keep a careful eye on the temperature, as you will be killed at below -20 degrees.

If you opt for the screen instructions, they are displayed with a diesel beep, from which there is no escape. The time allowed to read them is extremely generous!

To enter the game itself, the program has to read internal data, and does so at great length to the accompaniment of what can only be described as a horrible dirge — certainly not music. If you are bold enough to request a replay of the game itself, you must endure this process again.

The game starts with a graphic screen which does nothing to

enhance the reputation of the Amstrad's graphic capability, and under the picture are some graphics-mode text. Try to input a reply, and you will be told quite sharply that you can't.

What you must do is type "I", which takes you to a real input screen, listing the oxygen cylinders you possess, your cash balance and a few other bits of information.

Obviously, oxygen is going to be a necessity, so you type BUY OXYGEN, and duly get credited with a cylinder. The instructions hint that you will need quite a bit, so you are advised to type OXYGEN AND PRESS CR three times for three cylinders, if that's how many you want. Of course, there is no CR key on the Amstrad — what presumably is meant is CARRIAGE RETURN, ie ENTER. But it's a moot point, as that doesn't work either. You are therefore reduced to repeatedly typing BUY

OXYGEN, and waiting while the program slowly notes what you have done.

If you overspend to a negative cash value (and there is no way of telling in advance how much each item costs) you are declared bankrupt! To replay you must suffer The Big Wait.

Bankruptcy also results if your cash reaches zero, NOT a valid outcome, I was assured by a chartered accountant. To move back to where the action is, type R, and you're in graphics mode again.

Altogether it's a very laborious game, poorly presented, unoriginal, with incorrect instructions. I wouldn't recommend you to play a friend's copy let alone buy one

Keith Campbell

- Vocabulary 2
- Atmosphere 1
- Personal rating 1

VILLAGE OF LOST SOULS

- Supplier: Mapsa
- Machine: BBC 32K cassette
- Price: £9.99

This machine code, text only adventure looked somewhat insignificant on the outside. The plain black and white lining with a large 'M' on the front made it seem rather plain.

But on loading, a pleasant screen appeared, informing me that all was going well, and after five or six minutes all the various parts had loaded with an problems and the game began.

You take the role of an inquisitor — a novice magic user with some rudimentary skills in spell casting. Inquisitors get their assess from the tasks they perform; they investigate various "happenings" in order to prove it's worth the while of the higher orders to teach them more skills.

Your task is to help the Sector of Dinham to stop the Lord-Tales mucking around with a portal into the next world — Chaos. It this sounds a bit for a relative beginner to handle, then you're right — it is!

Play is fast owing to the machine code, but have some users may experience difficulties

Certain programmers find it irresistable to "steal" areas of memory which aren't intended for user programs. If you — as I have — lots of extra ROMs in your machine, you may find some most interesting messages, such as: "You are outside a badly damaged farmhouse. Some ants lead southwest inside you find it," or: "You are outside a badly damaged farmhouse. Some ants lead E very small hole has been dug here, and is."!?

The list of exits is most confusing. When approached from one direction you are presented with one set, and from another you may discover a couple of new exits. However, you can only use the exits listed on THAT visit!

The program will accept 40 characters of input, and do its best to understand what you typed. You can its somewhat disconcerting when "You'll need to say more than that", appears, and you can't fit anything more.

Objects can be examined, often revealing vital details. The author has included a large number of puns. Poking around with beehives is not recommended: They're Bee-

hemoths!" and " bee-hive yourself!" Both appeared very rapidly!

I was slightly surprised by the number of corpses which lay strewn about the village, all of which are found in various states of disfigurement or decay.

A pair of seven league boots are found (on a corpse) and if worn, they allow you to walk at twice the normal speed.

Magus have produced a good game slightly overpriced (though what isn't?). With a little more thought applied to the screen presentations it would have been very good.

Jim Douglas

- Vocabulary 6
- Atmosphere 8
- Personal rating 6

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few corporate survivors of the purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. But he's not alone. KC has a few helpers to keep the Helpline running. Here for the first time we reveal the identities of the C+VG Helpline team. Believe me, they make the Bug Hunters look normal...

PAUL COPPINS:

Paul joined the Helpline in January '84, is in his early 20s, and lives in Essex. He's a quiet type normally — but put him talking on the subject of Adventures and his eyes will light up and you'll have a job to stop him! It is completely impossible to stop him playing an adventure until he has cracked all the problems and completed it! Not that it takes Paul long — it is rumoured he solves an entire Infocom Adventure before breakfast each morning. He enjoys a Bacardi at three, but has been known to drink Perrier!

SIMON MARSH:

Nearly 19, Simon lives in Surrey and joined the Helpline in February '84. Simon, perhaps better known to regular readers by his somewhat dubious game name "Pink Fairy", claims to be the handsome one of the team. He appears to become a rock star, out letting the rest of us forget that his group once packed a hall only as many as 16 people. Difficult to confirm at any time, Simon often pauses to be a real pain, due to his evil jibes, together with his complete and utter contempt of writing, computers, Adventure games, and Perrier water.

JIM DOUGLAS:

From Middlesex, and of tender years, Jim TYME Douglas, he prefers to call himself, is the baby of the team. He joined us in July this year. A bit of a dark horse with a vaguely lost in t-shirts, Jim currently writes the Adventure Hotline frames on Micronet. He enjoys devising and maintaining tortuous riddles that no-one can solve, and refuses to divulge the answers (if any!). The well-spoken, unassuming, intellectual type, Jim has that fresh-faced "boy next door" look — you know, the

Simon Marsh, Keith Campbell, Jim Douglas, Paul Coppins.

one who always gets the girl YOU were after. A confirmed Perrier addict.

KEITH CAMPBELL:

"Grandad" as the rest of the team endearingly call him, Keith lives in Sussex and started writing the Adventure feature the very first issue of C+VG. Keith, believe it or not, has three teenagers, when he thought THEY were trouble until he met up with Paul, Simon and Jim. Keeps them in control by towering over them from a great height, and bombarding them with readers' letters. Winner of the "Least Sold Book of the Year" award 1984, and author of an adventure game so abysmal even his family refused to play it — he never ceases to astound readers by the continued appearance of his scribblings in C+VG. Uses Perrier water to furtively top up other peoples' wine glasses, thus grabbing the lion's share of the wine for himself.

STEVE DONOGHUE:

From Sunderland, and struggling against the odds to remain in his twenties, Steve usually pours us when there're extra pages to fill. He takes a real interest in real ale, relishing both quality and

quantity. Has been known to travel the length of the country to attend a beer festival. Being a Geordie, of course, he has never even heard of Perrier water.

ADVENTURES UNFINISHED — IDEAS WANTED!

I've slipped up on some treacherous moors! In the August issue I gave a clue about Kentilini concerning the drying of moss before giving it to the Chief Caveat. "This is not permanent, as he will accept damp moss," writes Glen Erslow, from Holland. In fact, the dried moss is needed further on in the game, says Glen.

Way back in the days when I used to play an adventure without noting down the answers to the problems, I played Inca Curse. But I just can't remember how I got in the temple! That means I wasn't able to help Justin Wateridge, of Totton in Hampshire. Come on, remind me, someone!

Russell Grimbley is bleeding to death in Sheffield. He has a nasty cut, and is being plagued by dogs and a bull. In fact, he'll stay right Upper Gumtree, unless you can help patch him up!

Ellen Budden, is her Search for King Solomon's Mines, has gone outside the but, but can't do anything else! Who can help her past the second Zulu?

"Could you help me to use the

wand to return to the north bank of the Azonti river, and to either enter or cross the chasm in Thurg's underground stronghold, in **Orc Slayer?** asks Alan McDonald, of Andover. No, I can't, and I thought I was an 'orc buster, too!

S.I. Birch has a greedy dog, and he'd love to give him a bone, but can't pick it up! How can he get through the locked door! Our **Greedy Dwarf** won't let him do either of these things!

Ronan Caoilai, of Dublin, has got an alcohol problem. After about 70 turns of playing **Mafia Contract** he just about gets round to opening a crate of something interesting, as Vincent's office, when he finds it's a funny thing, but I often feel a lot fainter after a long adventuring session. There's no doubt, Gammon curer it is no time! Any reader who knows where Ronan can get a drink in **Mafia Contract**, please write in urgently!

Where and how can LG P.Greuewald, of Rotterdam, get a flashlight in **Dallas Quest!**

If you type ALL in **Red Moon**, says C. O'Toole of Borehamwood, the response is "WITS MET BUSY" "It sounds German, but what does it mean?" he asks. Another thing that's troubling him is where to find the wooden bowl in **Emerald Isle!**

He is told it is east of the forest, but cannot find it there. And PLEASE, someone help him with what to give to the man on the train in **Hampsteadl!**

"What do I do now" asks Mrs Cindy White of Newcastle, who has given the pilot's thumb to the Manx cat, but can't make her say or do anything beyond a word of thanks. The game is **Macbeth!**

Gregory Quinn was quite right about needing a battery for the vacuum cleaner in **Subsunk!** Richard McClaslosh wrote from Walsach to say so, along with a number of other clues:

"It is the least I can do after all the help you have given me in the past," wrote Richard. Thanks, Richard, your help has been appreciated too! So to Gregory, try going beyond the deck-compact wall of the 2nd deck passage and you might find what you wait

There's a dead man clutching a bottle of perfume in **Holy Horrors**, and how to proceed at that point is bothering Dave Yates of Preston. Has anyone else caught the scent of that corpse?

Finally, my own confession! I don't know if, as half our sessions, please tell me, exactly how DO you find the missing crewmember in **Snowball?**

THE FIEND STRIKES AGAIN

I am being plagued by a fiend! Why haven't I told you about this before? Because I've been too scared of his threatening tone, of his cutting comments, of his gleeful letters pointing out any miniscule error in my writings. Too enraged by his preoccupation with **Crash** magazine and his vicious tendency to call me "Dorsk"!

But now he has gone too far! I call upon you, the readers of C+VG, to help unmask this monster, this evil swine who writes letters over a metre long with a laser Spectrum printer.

He calls himself THE FARINGDON FIEND—Faringdon is in Oxfordshire

It all started when he became demented whilst playing **Sorcerer of Claymorgue Castle**. Amidst the forrest of abuse he hurled about the game, based on a vertical view of it, came the revelation that he was "no pre-pubescent teenager... called Darren or Wayne..." but a mature Adventurer in his 90s

I wrote back, complaining that his letters were ruining my eyesight, and pointed out that the Darrens and the Waynes are at least somewhere enough to sign their letters. He shrunk again, saying he would not reveal his name — YET! A cold shiver ran up my spine, as I sensed that he was a name I knew. Who, who, who? Someone famous, or a long forgotten friend!

And so the reign of terror continued, all through the summer. "Well, you have really made a mess of it this time. I refer, of course, to the cock-up you made with your latest **Kentilla** tip," I wrote to suggest he visit the Personal Computer World Show at Olympia and reveal his true identity — and I even promised to buy him a glass of Austrian wine.

At the PCW Show he struck AGAIN, and in person! I suddenly became aware of a small package lying beside the TRS-80 on the Helpline stand. In it was a navy blue tie with a thin red stripe, and a Helpline postcard inscribed: To Mr Campbell, and signed: The Fiend. Blind panic seized me. In turn I grabbed Paul, Simon and Ian by the shoulders and shook them whilst, demanding to know how it had got there. The mysterious thing was — not one of us had noticed...

Even stranger, the tie disappeared as mysteriously as it had arrived. Did it get lost in the chaotic end-of-show clearing up, or had it been repossessed...?

But the tie bore a clue, a deliberate attempt to test the mettle of an Adventurer. Almost unnoticable, but when held up to the light at a certain angle, an embossed legend could be discerned! RAYCHEM. That may mean nothing to you, but the blood danned from my face when I saw it. For me it meant The Fiend knows EXACTLY who I am and where I come from. Yet I only have an inkling of his connections

Help me, readers, fellow adventurers! Help me unmast this sadistic head, this monster who oft describes himself as "Groper and Public Nuisance"

NEW CLUES FOR TIRED GRUES

Those sending in clues this month include: Hazel Miller of Manor Peck, Los Perks of St Laurents, Belgium, John Lawler of Dublin, Walter Pooley of Liverpool, C. Townsend of Leeds, Jonathan Lewis of Fradley, Richard McClaugh of Walsach, Russell Grumbley and Ellen Budden of Woomera.

THANKS FOR YOUR HELP

What do you do when you live in the south of England, and appear in a television interview to be shown only in Scotland? Operate the Helpline in reverse, of course, that's what you do! Knowing that I was to be on Grampian's "Bits 'n' Pieces" programme in August, and that it would not be shown in England, I unmasted the addresses of the Helpline mail very carefully. I wrote back to Andrew Yate in Dunblane, Perthshire, and Calum McQueen in Inverness, asking if they had a VHS recorder and the opportunity the record the programme for me.

Both did better than just that — Andrew managed to record live out of the seires of six programmes, whilst Calum, who had originally written about **Fantasia Diamond**, managed to tmsk the games and included a complete recording of it! My sincere thanks to both of you. I now have a copy for myself, and can to pass around the family.

I just managed to grab the last of the C+VG Helpline t-shirts to

WILLIAMSBURG ADVENTURE.
Move the gravestone to get into the church.

BORED OF THE RINGS.
If you want to pass the gate, drop something rocky found in the cavan.

EUREKA CARIBBEAN
Dig the magnet with a piece of string when in the cove

EMERALD ISLE
To obtain the wooden bowl...? If you're too stuck to cross a phrase in your life and this ring this way.

SUBSUNK
To replace a fuse in a problem... Use pincers, head and toothpick make one a purse. As a complete station, proceed to broom and make your way this way.

MYSTERY MANOR
Inspect the statue closely, it has no dot, and then you should have a ...

KENTILLA
... of chess digging do unlock the chest.

CATACOMBS
...

RING OF POWER.
Throw a rope to tangle the guests.

CASTLE OF TERROR
A light ball penetrates. Enrty a cellar label; find this to with a pipe for now! And DRAW THAT Mystic

MORDON'S QUEST.
...

EYE OF BAIN.
...

send to them Andrew and Calum (which proved to me that C+VG readers are REAL Champions!

DOCKING WITH RAMA

Nick Hunter of Glasgow, described a problem to develop in the Endeavours in Rendezvous With Rama. The symptom are an enthusiasm on the part of his Commodore to turn to READY before he can get through to the second arcade screen.

I experienced no such problems when I played the game — but then I obtained my copy direct from Spinnaker Software in the USA.

I understand that a bugged version was accidentally supplied to the UK distributors WHS. Spinnaker are aware of this, and the bugged copies should have been withdrawn.

Nick took his copy back to John Menzies, from whence it came, but due to their lack of a disk drive, they were unable to check out his problem to see if it was due to "arcade incompetence", a well known ailment amongst adventurers. So they naively replaced his copy with no fuss. The trouble was, that the second copy behaved identically to the first!

I find it amazing that a big chain, with its high volume of software sales, cannot offer the facilities or the expertise available at small, specialist computer stores. I have advised Nick to demand his money back, or an exchange of a DEMONSTRATED GOOD COPY! I shall be awaiting news of how he fares with interest.

ADVENTURE CHAT

So Eureka has given up its prize, but that doesn't make the games any less playable, the games are still difficult. It is a package teeming with problems, and will, no doubt, continue to baffle and entertain for quite some time to come.

"Do you want to know how to get rid of all your least favourite characters in the Hobbit without lifting a finger against them?" writes Richard Clements of Swindon. "All you do is give the bench that Elrond gives you to the person, and tell him to eat it! Do this a few times and the countryside will be littered with bloated corpses!"

Another new Hobbit bug has been discovered by Adam Ledger of Watford. "I have found a small bug in the Hobbit. At the beginning, if you type: SMASH CHEST, it says: WITH ONE WELL PLACED BLOW YOU CLEAVE ITS SKULL. THE CREST IS DEAD. Oh yeah?!" claims Adam.

Carrying on with bugs for a moment, Doomdark's Revenge (Spectrum version) has produced a phenomenon that Ralph Norman has named "Dreams is Icemark".

This occurs when mighty bad ladies and two characters are camping in the same place. Press CHECK PLACE and then MOVE before the two appear. On pressing MORE the character will have "dreams" about people who do not even exist! For example: EVIL TALSORCHN THE MOONPRINCE WHO IS LOYAL TO THE AING, and COWARDLY, EVIL MORKIN THE FREE.

The depths to which some people will sink to get a result is almost unbelievable! Glyn Evans of BFPO 26 goes score clues, and asks four adventure problems. The last one is "Does anyone have a hintsheet on how to give Monglums water torture by post so that I can get a t shirt out of you guys?" In case you find out, Glyn, hold on, I'm sending you one!

Warlord is a game I'm not very well versed in, and I was desperately searching for a clue for a troubled adventurer at the PCW Show. Imagine how grateful I was to open my lips and find a page in bold lettering WARLORD SOLUTION by Adrian Oates.

While I was scanning the text, a fellow standing behind the puzzled adventurer in the crowd around the stand came forward and said: "Hello. I'm Adrian Oates" What a coincidence, and it was nice to be able to thank Adrian personally for taking time out to write up the solution. It's not often I got to do this!

Walter Pauley is a name that rang a bell where I read but letter. So it should have, for I soon remembered that he began writing to the Helpline years ago! Has time a year to help Linda Baldrick who was stuck in Message From Andromeda. "It appears" Linda is stuck right at the start," wrote Walter, "if so, the game starts with a message on the video screen. READ MESSAGE and then reply YES to the question," Walter advises.

Jokaslias Lewas who runs the lovely canal village of Fradley, has found one of the weirdest replies yet, barring typing INVE at the start of Lords of Time. "In Emerald Isle, submerge yourself under water, and type DRINK WATER," he suggests, and you'll get the reply YOU CAN'T SEE ANY WATER. "Have Level 9 developed a new physics algorithm for the behaviour of water?", he asks

Mark Eldridge sent to the following clue to help people get past the Morons Gate in Bored of the Rings:
Note what the might might not say, In help you along Morons Way, Climb the heights of Featherway, Take what's there and do not drop
You're not bored yet, are you? I hope not!

Do you throw away your old copies of C+VG? If you play Adventure games, you shouldn't! There are clues in the Helpline that may sort out some problems that have you stuck. But who knows one day you may be playing one of the games for which help is given!

In March we reprinted a collection of all the Adventure Clues we printed in the Helpline. It proved so popular that we've decided to reprint all the clues featured in C+VG from April to November! Don't forget to keep this Book of Adventure by you for future reference — you never know, you might one day be stuck in one of the games mentioned here!

The surprising thing is, that in eight short months, the lot isn't much shorter than the previous one, covering some 14 months! There must be a reason! Perhaps it is because there are more adventure games around, that more people are playing them, and in ever-increasing numbers they are writing to the C+VG Adventure Helpline about them!

In fact, Adventures are rapidly becoming the most popular form of entertainment on home computers!

ADVENTURE QUEST:
If the Druid is troubling you, just blow your troubles away!

AFRICAN SAFARI:
Don't take the iron bar on the boat to avoid a lightning strike. Strike a light — you're a real charmer!

ALCHEMIST:
To make parts of the spell appear, take the rmg lamp and vase to the chest to the room through the Gran's building. For the last part, get the transforming spell then the lead Tarn sand to gold and take the gold the the chest.

AZTEC TOMB:
Cross the swer by dropping the plank. Not found it? Try to square to great heights!

CASTLE OF RIDDLES:
The way through the infamous Black Mere is — W,N,S,S,NW,D,NE,W. Pick things up as you go through, and at the exit, type RAINBOW and go S.

CASTLE OF TERROR:
To get into the castle, examine things in the mail carefully, particularly the ladder and what you remove from it. Put your hopes of entry on an examination of the detective component in the old mill. For a maiden, push back by skeleton, and on up to the banqueting hall. throw the rope across the pit (Did you

CHEAT'S CORNER

"Although they say **Heroes of Karn** is 100% machine code, it is not," say Shane Mulcahy of Dublin. It is possible to break into the program on the Commodore 64, by typing GIVE BAG TO GUARD when the program starts. You will get a systox error, so then POKE 808,237 and POKE 809,245 and then RUNSTOP/RESTORE and LIST

Andreas Schnoedewend of Monschengladbach was hacking through **Eureka** and found a very useful bug! When asked to enter the answers in the 10th game, simply press BREAK. A flag with the names of the authors will appear, and after a while the game will start Andreas adds that the works on the Spectrum as well GET/SPULLM/JUMP/ENTER/IN/INTO/BATTER/TAXI inaspirable, and is still not on the feed!

I Reynolds of Sheffield is having trouble at a different kind — not with an Adventure, but with a Hint book! It seems there are three words missing in the dictionary for **Hulk** clues, numbers 22, 84, 119 My book is the American version, so may be slightly different I can therefore reveal that the missing words are
72 = 77 84 = " 119 = ' '
There, I bet you found that a puzzle too!

Is S R McPhillips seeing himself when he looks at the knight in the hall of shadows? In **Knight's Quest**, he is unable to pass, yet he is sure it is his own reflection in a mirror that is stopping him!

What's this, bugs in **Kentled**? Sara Greenlough tells me that if you keep driving the damp noise, your score will keep rising But worse still, it seems that Eve can only abort a creature and survive If you type SAY TO ELVA, "SHOOT DOOR" or any other item, the game will crash

● If you can answer any of the problems on these pages, have one of your own, can reveal a bug or pass on an Adventure hint, or just have something interesting to say about Adventure games, then put pen to paper, and write to me at the Adventure Helpline There's a t-shirt of two each month for the senders of the most wanted clues or solutions, and the most interesting letters!

forget to bring it from the mill?) After you have bought the old man a drink, it's not your round any more, so hang about a while. More than your thirst may be quenched! Have the fisrt, unlight the candle, depress skull, and take book. To get out, light candle, examine bookcase and return book to shelf.

CASTLE QUEST:
Witches don't like water!

CATACOMBS:
To get past the boulder: type TRACE SYMBOL. Say 3OO to the demon.

COLDITZ:
Get the floorboards to stop the creak!

COUNT:
Can't find him? By day he sleeps in a lockup box. By night he's prowling like a bat

EARTHQUAKE:
To cross the crack, try vaulting with a long stick!

EMPIRE OF KARN:
To reach the scroll and learn where to go next, be very generous to Shazan

EMPIRE OF THE OVERMIND:
To see in the dark, call Pyro.

ERIK THE VIKING:
To repair the boat, vandalise the furniture! Let the bird get below eating? Getting the woman's beard is not one Job problem, it's seven small ones! Trouble with an eagle? Might as well be hung for a dead sheep as a lamb!

ESCAPE FROM PULSAR 7:
Fix the screwdriver blade with the reactor room wood and use it to stop the clips returning

EUREKA – ARTHURIAN:
Remove the D from bone, and find the anagram of the song for the stinger You cannot solve the village until the man in black has been killed in the woods. You can't get past the robbers at all!

EUREKA – CARIBBEAN:
To start, Meep meep, Nero, Mordered and Anvil Chorus. The crusher? Do nothing until reduced to case thirst, then use pump. The way off the conveyor belt is E,E,U,W,JUMP

EUREKA – PREHISTORIC:
The dinosaur is do-it-yourself cannon fodder!

EUREKA – ROMAN:
To leave leper colony, give the mad one a good breakfast! Where is the witch? NW from the cypress grove To kill wolf, drop stone on it. Darkest Nero by lighting a fire under hat bedroom window, then nip into the palace via the secret passage to get the Talisman The witch

would be happier if she felt lucky!

EUREKA – WARTIME GERMANY:
The guard inside Gestapo HQ is an alcoholic — and there's a bar opposite If you are thinking of taking to the skies, a good understudy might help you with a uniform performance To cross the minefield, use your bayonet between each movement HEIDI, make sure that you are carrying one, and wear the uniform! Being generous with cigarettes at bedtime could help stun a boarder!

EYE OF MEN:
Feed the magpie to view its nest — it's worth a look! Firing a ruby will release the beast in you!

FANTASIA DIAMOND:
For a musical opening, make sure the musicians have the tools of their trade, and some music to play!

FINAL MISSION:
To get past the green slime, block the gap under the oak door with the straw and go west and up from the splitting room into the catalpholus. Wait until you hear a splattering sound, and then drop the soap.

FOREST II WORLD'S END:
Touch a rock today if the wall is in the way — but you'll feel have the sword To enter the witches' hovel wear the ring immediately before entering To get the ring you must be attacked by wolves in the Forest of Sighs, have your injuries healed by the wood nymph Ask for help and wait for it if attacked by wolves. Clean a glowing rock

GOLDEN HAVEN:
Wave the wand to cool things down, and say the magic word

GREMLINS:
There's a double surprise in the drawer!

HEROES OF KARN:
To get past the serpent eat the songbird into it.

HITCH HIKER'S GUIDE:
A baby solution requires hanging your gown, covering the drain, blocking the panel and placing the small beside pushing the button

HOBBIT:
Get caught by goblins to find the small curious key

HULK:
For wonder upon wonder, take Be Strange literally!

ISLAND OF XAAN:
The tower door requires a password, The name is that of a Dynasty, it is written clearly on

the object of your wishes

KENTILLA:
To open the door on Tylon's castle, pull the arms on the gargoyle Use the chalice to buss yourself out. Move meed not be dead before giving it to the chief convert for a rope

KINGDOM OF KAMIL:
The Hexapod needs his Mart, he also likes steak

LORDS OF KARMA:
Give the staff to the man in grey robes, and use the bomb to destroy the idol. Only use weapons made in Valhalla

LORDS OF TIME:
The tooth is in the Tiger's mouth, and it is rotten! Perhaps heir not been eating the right food!

MASK OF THE SUN:
Moving an urn from a hill pedestal to the spill pedestal is useful. Ignore the peddlar — he magur cure is a cough medicine!

MORDON'S QUEST:
As unsuccessful climb will provide the means to penetrate the starts!

MOUNTAINS OF KET:
Don't be a zombie! Carry all magic and only magar!

MYSTERY OF MUNROE MANOR:
Inspect the statue closely, It has a slot, and you should have a coin...To pass it, pay your toll and look around the room. There are two keys in the game, one red and one brass. One will open the wardrobe

QUEST:
If yours is a 40 line text-headed problem, just say YES and SWORD! No more! Examine the globe of light for an AMACEing experience! Say hello to the dwarf Before saying the magic word, wear the cloak for a watery trip.

QUEST FOR THE HOLY GRAIL:
Wear your basalled glove, and then give it to the knight who says NIC! He will then turn into the knight who says CIN. But others say that a gift of shrubbery will do the NIC trick! To find the holy hand grenade, dig in the very early area

RENDEZVOUS WITH RAMA:
To dock, turn red to white

RETURN TO EDEN:
Need to cross the river? Flora can be helpful sometimes Plateau solutions don't grow on trees, do they? To avoid being thrown off the aero engine, get off before it dumps its load Climb the weeder after it unloads, lay a tree ride through the (deadly) wheatland The wam and stalk playing is enough to hypnotise the ants Fance to cross? Lead them there!

RING OF POWER:
No coins and want to go up in

the world? Credit will give you a lift.

SAVAGE ISLAND PART 1:
So you think you can't save the game during the hurricane? Try a magic word! Vine cutting poses a deep problem, and there's light at the end of the voyage

SHERLOCK:
You can only get to Old Moll Road when times for a free ride, and that comes right at the end! For a chink of light, hang around Percy's place late Monday evening, and see what he gets up to

SPIDERMAN:
Some of the most important acts may not be completely successful, but passable, nonetheless! Official — Don't go near the wig! To stun Electro the answer is a short one! Now there's another fine mesh Scott's got us into!
Who's within can slow things down,
That means 'partly stop',
Wasn't taken, can't be listed,
Short if at the top.

SYSTEM 15000:
Very Backward company is Selix's Securntoss — why not pass the message on to RMB?

TIR NA NOG:
It touched by a Sidhe, press symbol shift 5 at once, and repeat if necessary To restart the game press the current position. The Sidhe are put in their place if a Cuchtann is carrying two or more weapons. By selecting one of them and hanging of the Sidhe's advance, it is dispatched for a few seconds To get out of the library, carry a picture. Time your exit carefully, there is a Sidhe about!

TOWER OF DESPAIR:
To pass the Angel of Death, move the batons, go through the trapdoor, go east and enter 'creepy' mode Then wear the gauntlet and use the dagger! To pass the Medusa, a blind crawl might help.

VALHALLA:
To get Skomie, use Ofsir to get into Midgard, then jump and start looking for an 'unobvious' way out The clue at the manual becomes useful only when you get out of here

VALKYRIE 17:
To avoid the rain, give the butcher the face with the bar A key is needed to enter Room 20, get it from the blonde A strong vest is useful to avoid super fire To get through the steel door, kill the guard in the landing, and get the pass. Insert it in door and say DRAKENFIELD Poison fountain and magjoll telescope for lemonsodge